

Gülce Başar

Date of Birth: 6 November 1992
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EDUCATION

Technical University of Munich

Master of Science in Informatics

April 2017

Binghamton University, State University of New York

Bachelors of Science CS/Information Systems (Dual Diploma Program), GPA: 3.27

September 2012 - May 2016

Istanbul Technical University, Istanbul, Turkey

Bachelors of Science in Information Systems Engineering (Dual Diploma Program), GPA: 3.24

September 2012 - May 2016

WORK EXPERIENCE

Kron, Software Engineer

Istanbul, Turkey, September 2016 – December 2016

- Developing the core portal web application of the company, using ReactJS.

RxRefund LLC, Senior Project Personel

Vestal, NY, September 2015 – May 2016

- Used OCR to process images of pharmaceutical pill bottles. Used java to extract the necessary labels from the bottles for the pharmacist and kept them in a database, using JavaDB, JDBC and SQL. Created a user interface to display the results. Compiled project results in a comprehensive report, Wikipedia page and presentation

- Reference: Jamie Williams (jamie@jamiewms.com)

Dflora, Intern

Istanbul, Turkey, June- July 2015

- Worked with IBM Sterling and Oracle database. Learned how to install them to make them work synchronized when they're installed in two different servers.

Şenpiliç, Part Time

Istanbul, Turkey, February - May 2015

- Observed SAP, ERP Systems in order to manage resources and create reports on how to solve possible errors.

- Reference: Burak Altikulaç (burak.altikulac@senpiliç.com.tr)

SAP Turkey, Intern

Istanbul, Turkey, June 2014

- Developed a user interface for the education department, that reads the educations from an excel file into a user interface. The interface allowed them to manage and search educations more efficiently. Used Java.

- Reference: Burçak Aksoy Kılınçer (burcak.aksoy.kilincer@sap.com)

PROJECTS

Rolling Ball Game for Iphone

Binghamton, NY, May 2016

- The project was a part of the Game Development for Mobile platforms class. Used Swift and Scenekit to create a 3D, 8 level rolling ball game. (Advisor: Patrick Madden)

Pinball for Iphone

Binghamton, NY, April 2016

- The project was a part of the Game Development for Mobile platforms class. Used Swift and Sprite to create a 2D pinball game that is similar to the Atari version of pinball. (Advisor: Patrick Madden)

Asteroid for Iphone

Binghamton, NY, March 2016

- The project was a part of the Game Development for Mobile platforms class. Used ObjectiveC and Scenekit to create a 3D asteroid game that is similar to the Atari version of asteroids. (Advisor: Patrick Madden)

Arbitrary Dimension Array

Binghamton, NY, November 2015

- The project was a part of the Advanced Topics in Object Oriented Programming Languages class. Used C++ to create a multi dimensional array class template that can be instantiated with any number of dimensions. (Advisor: Kenneth Chiu)

Tourism Program

Istanbul, Turkey, February 2015

- Rebuilt a tourism program that's been created by Nostro Tour using Java, JDBC, SQL and JavaDB. The functionalities that have been written using excel are rewritten using Java and connections to database were created.

MEGA website

Istanbul, Turkey, February – May 2015

- The project was a part of the Web Design and Management tools class. Created a database that is connected to a database. Used Java, JDBC, SQL, JavaDB, Html, CSS, Javascript. (Advisor: Tolga Ovatman)

SKILLS

Software and OS: XCode, Eclipse, Windows, IOS, AndroidStudio, Mac OSX, Linux

Programming Languages: Java, C++, Swift, ObjectiveC, Ruby, JS, SQL, Html

Foreign Languages: English (PBT 610/677). German (A2)